

CS005 Lab 5:

Before you begin, Read the lecture slides again!

Part 1: Warmup, this should only take you 5 minutes:

Write a function called `SixTimesTable()`. This function is nearly identical to `SevenTimesTable()` in the lecture notes and to `FiveTimesTable()` from the last homework. It will display the six times table for numbers from zero to ten (not 1 to ten).

Part 2:

Write a function called `GetTeamAges()`. This function is nearly identical to `GetTeamsShoeSizes()`. Assume we have a hockey team (only five players), and we will ask their ages in French.

```
EDU>> Quebec = GetTeamAges()
Quel age avez-vous? 22
Quel age avez-vous? 24
Quel age avez-vous? 18
Quel age avez-vous? 23
Quel age avez-vous? 20
Quebec =
    22 24 18 23 20
```

Part 3:

Write a function called `DisplayTeamAgeInfo()`. This function is nearly identical to `DisplayShoeInfo()` we wrote in class, but displays slightly different data

```
EDU>> DisplayTeamAgeInfo(Quebec)
The youngest player is :
18
The oldest player is :
24
The age gap in years is :
6
The average age of the players is :
21.4000
```

Part 4:

Write a function called `HowManyOver21s()`. This function is nearly identical to `NumberOfOdds()` function we wrote in class. The function returns the number of elements (players) that are over twenty-one.

```
EDU>> HowManyOver21s(Quebec)
ans =
    3
EDU>> HowManyOver21s([ 1 2 3 4 5 6 7 ])
ans =
    0
```

Part 5:

Write a function that takes in a array, displays the sum of all the odds, the sum of all the evens and the total sum. This is somewhat similar to `NumberOfOdds()`

```
EDU>> FinkNottle([1 2 3 4])
The sum of all odd numbers is :
4
The sum of all the even numbers is :
6
The total sum is :
10
```

Part 6:

Write function that takes in an argument of a integer from 1 to 10. The function then gives the user three guess as to what the number is, and congratulates them if they are correct.

<pre>EDU>> GuessingGame(7) I have a number between 1 and 10, try to guess it. What is your guess : 1 No What is your guess : 10 No What is your guess : 7 YES!</pre>	<pre>EDU>> GuessingGame(5) I have a number between 1 and 10, try to guess it. What is your guess : 1 No What is your guess : 10 No What is your guess : 7 No</pre>
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Hints: You will need a **for** loop that goes from one to three, inside the **for** loop you will need to get a number from the screen with the **input** function, right after that you will need to test with an **if/else** statement where the **if** body displays “No” and the **else** body displays “YES!”